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02057692 SUPPLIER NUMBER: 19334801 (THIS IS THE FULL TEXT)
Making movies on your PC no longer requires a Hollywood budget. (The Cutting Edge: Video-Editing Software) (four video editors reviewed) (Software Review) (Evaluation)
Leemon, Sheldon
Computer Shopper, v17, n5, p278(1)
May, 1997
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ABSTRACT: Four desktop video-editing packages are reviewed. Adobe's \$795 Premiere 4.2 pioneered PC video editing and is still the best-known package as well as a technology leader. It offers more options and settings for crucial functions than its competition and includes such powerful editing tools as the Trimming Window for displaying frames on either side of an

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edit. High-end capabilities include SMPTE time-coding for professionals. Premiere is very complex and expensive, with a steep learning curve. Corel's \$99 Lumiere Suite is an exceptional value, offering many of the features of higher-end products for a fraction of the cost. Its user interface is very convenient. Asymetrix's \$79 Digital Video Producer 4.0 aims at the low end and offers only basic video editing functions, but performs them reasonably well. Ulead Systems' \$395 MediaStudio Pro 2.5 is emerging as a competitor to Premiere and has professional capabilities such as sub-pixel rendering and NTSC drop-frame support.

TEXT:

Adobe Premiere 4.2
Adobe Systems
1585 Charleston Rd.
P.O. Box 7900
Mountain View, CA 94039-7900
800-833-6687; 415-961-4400

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(c) 2001 The Gale Group. All rts. reserv.
Fax: 415-961-3769
www.adobe.com

Requires: 8MB RAM (16MB recommended; required for Windows NT); 100MB hard drive space (500MB or more recommended); Windows 95 or Windows NT 3.51
List Price: \$795
Corel Lumiere Suite
Corel Corp.
1600 Carling Ave.
Ottawa, ON K1Z 8R7
800-772-6735; 613-728-3733
Fax: 613-728-9790
www.corel.com

Requires: 90MHz Pentium or faster; 16MB RAM; 114MB hard drive space; 4x CD-ROM drive recommended; Windows 95 or Windows NT 4.0

List Price: \$99

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Digital Video Producer 4.0

Asymetrix Corp.

110 110th Ave. N.E., Ste. 700

Bellevue, WA 98004-5840

800-448-6543; 206-462-0501

Fax: 206-637-5870

www.asymetrix.com

Requires: 8MB RAM; Windows 95 or Windows NT

List Price: \$79

MediaStudio Pro 2.5

Ulead Systems

970 W. 190th St., Ste. 520

Torrance, CA 90502

800-858-5323; 310-523-9393

Fax: 310-523-9399

www.ulead.com

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Requires: 8MB RAM recommended; 30MB hard drive space (80MB recommended); Windows 3.x, Windows 95, or Windows NT

List Price: \$395

Aspiring media moguls have long dreamed of editing video on their PCs as easily as editing text with a word processor. But the technical challenges involved in moving massive amounts of data have made this a difficult dream to realize. Early desktop video systems were expensive and sluggish, and the results often looked like badly animated postage stamps. But a new generation of desktop video-editing products is finally turning the dream into reality.

If you've ever used image-editing software to touch up a photograph, you know that it takes a lot of processing power. In order to manipulate video, however, a video-editing program must process 30 still frames for each second of video. As a result, rendering even a single minute of finished video can take several minutes.

Older versions of Windows simply lacked the processing power to handle

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this type of operation efficiently. But now that 32-bit operating systems have become standard, manufacturers have been able to produce video-editing programs that are up to the task.

First and Foremost

The best-known video-editing program, Adobe Premiere 4.2, is aptly named. It was the first full-featured desktop video-editing program, and it continues to be the leading title in the field. Premiere offers more options and settings for crucial video functions, such as titling, than any other program. It also provides dozens of transition effects and filters, and it's the only program that allows users to construct their own effects and filters.

Premiere has powerful editing tools, including the Trimming Window, which displays the frames on either side of an edit and lets you visually adjust them, frame by frame. When it comes to high-end professional

capabilities, Premiere stands alone. It has the best integrated machine control, allowing it to automatically capture and record video to a wide array of external edit decks, using SMPTE time code to keep everything in

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sync. In addition, it is the only program that can export an edit decision list in professional standard formats.

If Premiere has a downside, it's the high \$795 list price and the program's overall complexity. Expect to spend some time learning this package if you want to use it effectively.

Bright Lights, BIG Value

Corel Lumiere Suite is a brand-new video editing package. Despite its low \$99 list price, it offers many of the features you would expect from a much more expensive program. For example, Lumiere lets you edit an unlimited number of audio, video, and overlay tracks, and there's a handy "jog" switch on the editing controls that makes it easy to control the speed with which you scan through a *clip*. *Audio* clips and video clips on the overlay track have fade controls--just like those found in Adobe Premiere. There are also dozens of transition and filter effects, some of which you won't find in any other package.

Lumiere's user interface also has a number of nice touches you won't find elsewhere--including Corel's famous roll-up dialog boxes, which can be

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minimized to the size of their title bar, thus helping to reduce onscreen clutter. You'll also find that some of the more complex controls, such as the motion dialog, come with a whole list of useful presets so that you needn't fuss with dozens of settings.

But Lumiere provides quantity as well as quality. The basic installation is well over 100MB, and that's without the add-ons. These include Corel Motion 3D, an animation package; an integrated version of SmartSound Wizard, which can be used to create custom music tracks; Corel PhotoPaint 6; an entire CD's worth of video and still clips; and another disc of audio clips.

We did experience a few technical problems. For example, it was the only program that had difficulty reading the special AVI files created by the miroVideo DC-10 (an obscure default setting was the culprit). But such glitches are not uncommon with new programs and are easily overlooked when you consider Lumiere's low price and stylish performance.

Keeping It Simple

Digital Video Producer (DVP) 4.0 from Asymetrix is at the low end of

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the video production spectrum, both in terms of price and functionality. DVP is a \$79-list package that offers the most basic video-editing functions. It lets you edit only two tracks of video and audio, for example; Adobe Premiere can handle up to 99 tracks of each.

Moreover, the package comes with 15 of the most basic transition effects and transitions, and provides only a single overlay track and one type of keying. The titling module lets you choose the size and color of the text, but has no provisions for setting shadows. Nevertheless, the lack of sophisticated options makes DVP much easier to learn and use than some of the other programs.

According to Asymetrix, the upcoming version of DVP, which is expected in May, addresses many of the limitations found in the current package. It

will let you edit an unlimited number of tracks, and the editing tools will be beefed up as well, allowing drag-sizing and ripple edits. Transitions and effects will be in the form of plug-ins, based on the ActiveMovie architecture. In addition, the 3-D engine from Titling Specialist, which was bundled as a separate program in 4.0, will be integrated into the new

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program. Overlays will support the use of an alpha channel for variable transparency. Despite these many improvements, however, pricing for the new version is anticipated to be in the \$99 range.

Studio Production

Ulead's MediaStudio Pro 2.5 is coming up fast as a competitor to Adobe Premiere. It's the only other package, for example, with professional features such as subpixel rendering and support for NTSC drop-frame (29.97 frames per second) editing. It also has some of the same sophisticated editing tools as Premiere, including ripple edits and proxies, as well as advanced motion control with some highly innovative 2-D and 3-D presets. As an added bonus, the program can use Photoshop-compatible plug-ins for filtering. In other areas, however, it doesn't quite measure up. The titler, for example, is not as powerful as Premiere's, which lets you layer text and graphics together.

MediaStudio is designed as a suite of 10 programs: Video Capture, Screen Capture, Video Editor, Audio Editor, Image Editor, Album, Morph Editor, CD Browser, Viewer, and Multimedia Converter. There are so many

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modules, in fact, that Ulead gives you the Control Center program to keep track of them all. These programs collectively provide a lot of functionality, at the cost of some convenience when compared with a more integrated package.

MediaStudio Pro 5.0, due out in May, promises some dramatic improvements. Ulead claims that the Video Editor will be twice as fast, will offer real-time previews, and will let you render only the altered portions of your project. Other changes include a new vector-based character generator that replaces the current titler, and a video paintbox--which will let you paint directly on frames within a clip, and will include complete rotoscoping tools--in place of the Image Editor. These upgrades will be accompanied by a price hike, however, from \$395 to \$595.

Coming Attractions

Improved hardware and software technology has finally made it possible to produce quality video on your desktop PC at an affordable price. But plenty of improvements are still on the way. Windows 97 will let you create

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files that are larger than 2GB in size, making it possible to digitize longer video sequences. It will also formally introduce ActiveMovie 2.0, a technology designed to offer better quality and more professional features than Video For Windows. On the hardware side, MMX and the further development of 3-D graphics cards should speed the rendering of special effects.

The next generation of digital camcorders, meanwhile, will interface directly to your PC, allowing you to send video information back and forth digitally without any loss of quality in the editing process. The desktop video revolution may have taken its time getting here, but it looks like it

will be well worth the wait.

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COMPANY NAMES: Adobe Systems Inc.--Products; Corel Systems Corp.--
Products; Asymetrix Corp.--Products; Ulead Systems Inc.--Products
DESCRIPTORS: Software Multiproduct Review; Desktop Video Software
SIC CODES: 7372 Prepackaged software

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TICKER SYMBOLS: ADBE

TRADE NAMES: Adobe Premiere 4.2 (Desktop video software)--Evaluation;
Corel Lumiere Suite (Desktop video software)--Evaluation; Digital Video
Producer 4.0 (Desktop video software)--Evaluation; MediaStudio Pro 2.5
(Multimedia authoring software)--Evaluation

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13552158 PASCAL No.: 98-0253567

**Developing high-level representations of video clips using video trails
Storage and retrieval for image and video databases VI : San Jose CA,
28-30 January 1998**

KOBLA V; DOERMANN D; FALOUTSOS C

SETHI Ishwar K, ed; JAIN Ramesh C, ed

Laboratory for Language and Media Processing, University of Maryland,
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International Society for Optical Engineering, Bellingham WA, United
States.

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No. of Refs.: 16 ref.

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Language: English

A high-level representation of a video clip comprising information about
its physical and semantic structure is necessary for providing appropriate
processing, indexing and retrieval capabilities for video databases. We
describe a novel technique which reduces a sequence of MPEG encoded video
frames to a trail of points in a low dimensional space. In our earlier
work, we presented techniques applicable in 3-D, but in this paper, we
describe techniques that can be extended to higher dimensions where
improved performance is expected. In the low-dimensional space, we can
cluster frames, analyze transitions between clusters and compute properties
of the resulting trail. Portions of the trail can be classified as either
stationary or transitional, leading to high-level descriptions of the
video. Tracking the interaction of clusters over time, we lay the
groundwork for the complete analysis and representation of the video's

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physical and semantic structure.

English Descriptors: Database; Video technique; Information retrieval;
Indexing; Compression; Video clip

French Descriptors: Base donnee; Technique video; Recherche information;
Indexation; Compression; MPEG; FastMap; *Clip* *video*

Classification Codes: 001A01E02C; 205

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